PIZZLE / KUTTENBERG CARDS

16 unique cards • all 90 × 60 mm • sheet 1 of 2

Arsonist



KUTTENBERG **2G**

Destroy 1 Trader’s Stall or Miner’s Workshop.
This cannot be blocked.

Baker



KUTTENBERG **1G**

Delicious bread, disturbing secrets.
Gain 2G.

Bailiff



KUTTENBERG **1G**

Each other player must pay you 1G.

Bandit



KUTTENBERG **1G**

Choose one district; steal 1G from every other player represented there.

Bathhouse Wench



KUTTENBERG **2G**

Change yourself or another player from Honourable to Notorious.

Beggar



KUTTENBERG **1G**

Choose two different players, take 1G from each.

Bishop



KUTTENBERG **1G**

You receive a 3G discount when building St. Barbara’s Cathedral.

Cutpurse



KUTTENBERG **1G**

Steal 2G from another player.

Print at 100% / Actual size. Cut along the borders; use identical opaque backs.

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Drunken Lout

 KUTTENBERG **1G**

Play at the end of the Income Phase.
Choose one Tavern. It cannot be used during the coming round and produces no income at the next Income Phase.
Remove the disruption after that Income Phase.

Eloquent Scribe

 KUTTENBERG **2G**

“Dear sir, you embodiment of the stench of a latrine,”

Inspect one Major companion card belonging to another player. You may swap it with one of your own Major cards.

Executioner

 KUTTENBERG **1G**

Reduce the cost of one attempted Execution or Tavern Assassination by 3G.

Gravedigger

 KUTTENBERG **1G**

Keep this card.
If one of your companions is killed, discard it and gain 3G.

Herb Woman

 KUTTENBERG **2G**

Play at the end of the Income Phase.

Dubious Cure
Choose one player. They cannot use active or passive Companion abilities during the coming round.

Hostile Takeover

 KUTTENBERG **6G**

Choose another player’s Merchant’s Store or Smithy.

Flip a coin: Heads, take ownership; Tails, nothing happens.

Intercession

 KUTTENBERG **3G**

Block one Execution or Tavern Assassination.
Does not block Insurrection.

John of Liechtenstein

 KUTTENBERG **2G**

Keep this card. Choose one use:
Spy: secretly inspect a total of 2 Major cards belonging to other players.
Protected challenge: challenge another player’s Major ability claim without risking one of your own Majors. Resolve the challenge normally; if you are wrong, lose no Major. You may use this even with no Majors left.
Discard John after either use.

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